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NO. 447 P. 3/25

Application No. 10/798,632

DEC 31 2008

Case No. N0186US

**Amendments to the Claims:**

1-41. (Canceled).

42. (Previously Presented) A method for facilitating game development, the method comprising:  
producing, by a map developer, a source geographic database containing data representing a real-world locale including  
(i) geographic coordinates of positions of roads,  
(ii) street names of the roads,  
(iii) address ranges along the roads,  
(iv) turn restrictions at intersections of the roads,  
(v) road connectivity, and  
(vi) road shape;  
transforming, by the map developer, the data representing the real-world locale into data representing an imaginary geographic locale to form a template geographic database;  
storing, by the map developer, the template geographic database on a computer-readable medium; and  
providing, by the map developer to a game developer, the computer-readable medium containing the template geographic database, the game developer being separate from the map developer;  
wherein the template geographic database is used by the game developer along with other computer-game components to form a computer game.

43. (Currently Amended) The method of claim 42 wherein the data of the source geographic database ~~comprises attributes~~ are suitable for providing navigation-related functions for a real-world road network.

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44. (Previously Presented) The method of claim 43 wherein the template geographic database provides a level of accuracy similar to a level of accuracy provided by the source geographic database for navigation-related functions.
45. (Previously Presented) The method of claim 43 wherein the template geographic database provides a level of detail similar to a level of detail provided by the source geographic database for navigation-related functions.
46. (Previously Presented) The method of claim 42 wherein transforming comprises:
  - selecting a characteristic geographic parameter of the source geographic database; and
  - using the selected characteristic geographic parameter and at least some data from the source geographic database when forming the template geographic database;
  - wherein the template geographic database has a characteristic geographic parameter similar to the characteristic geographic parameter of the source geographic database.
47. (Previously Presented) The method of claim 46 wherein the selected characteristic geographic parameter is selected from the set consisting of: road density, road width, expressway density, roadway orientation, road alignment, altitude changes, points of interest, buildings, and signs.
48. (Previously Presented) The method of claim 46 wherein the selected characteristic geographic parameter comprises geographic features selected from the set consisting of: lakes, rivers, and mountains.
49. (Previously Presented) The method of claim 46 wherein the selected characteristic geographic parameter comprises open spaces selected from the set consisting of: parks and golf courses.

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50. (Previously Presented) The method of claim 42 wherein transforming comprises applying an operation selected from the set consisting of: altering a location of a road segment, moving locations of roads by varying distances, switching a relative vertical ordering of roads that cross one another at different elevations, and performing horizontal or rotational transformations of locations of roads.
51. (Previously Presented) The method of claim 42 wherein the computer-readable medium is selected from the set consisting of: a magnetic disk, an optical disk, RAM, ROM, and a network transmission.
52. (Previously Presented) The method of claim 42 wherein providing the computer-readable medium containing the template geographic database comprises applying a technique selected from the set consisting of: selling the computer-readable medium and leasing the computer-readable medium.
53. (Previously Presented) The method of claim 42 wherein the other computer-game components include at least one of the set consisting of: characters, game logic, vehicles, game rules, and programs for rendering and graphics.
54. (Previously Presented) The method of claim 42 further comprising:  
combining, by the map developer, data in the template geographic database with road-model data to provide a realistic visual appearance of roads in the imaginary geographic locale, wherein the road-model data comprise an element selected from the set consisting of: road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.
55. (Previously Presented) The method of claim 42 further comprising:  
combining, by the map developer, data in the template geographic database with 3D model data to provide a realistic visual representation of polygon-shaped features in the imaginary geographic locale.

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56. (Previously Presented) The method of claim 42 further comprising:  
combining, by the map developer, data in the template geographic database with 3D model data to provide a realistic visual representation of cityscape and landscape features in the imaginary geographic locale.
57. (Previously Presented) The method of claim 42 further comprising:  
combining, by the map developer, data in the template geographic database with 3D model data to provide a realistic visual representation of an element selected from the set consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds.
58. (Previously Presented) The method of claim 42 further comprising:  
insuring, by the map developer, data integrity in the template geographic database, wherein insuring data integrity comprises checking road connectivity.
59. (Previously Presented) A computer-readable medium containing computer-executable instructions for performing a method for facilitating game development, the method comprising:  
producing, by a map developer, a source geographic database containing data representing a road network in a real-world locale, wherein the data representing the road network include navigation-related attributes for digital route calculation and digital route guidance about the road network;  
transforming, by the map developer, at least some data from the source geographic database to form a template geographic database, wherein the template geographic database contains data representing an imaginary geographic locale; and  
storing, by the map developer, the template geographic database on a computer-readable medium, wherein the template geographic database is used for generating a computer game.
60. (Previously Presented) A method for facilitating game development, the method comprising:

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producing a source geographic database containing data representing a plurality of road segments corresponding to a road network in a real-world locale;

transforming the data representing the plurality of road segments into data representing an imaginary geographic locale to form a template geographic database; and

storing the template geographic database on a computer-readable medium, wherein the template geographic database is used for generating a computer game.

61. (Previously Presented) The method of claim 60 wherein the data representing the plurality of road segments is not imagery data that correspond to visual appearances of roads.
62. (Previously Presented) The method of claim 60 wherein the imaginary geographic locale does not represent the real-world locale but includes a characteristic similar to the real-world locale.
63. (Previously Presented) The method of claim 62 wherein the similar characteristic comprises a characteristic from the set consisting of: road density, road shape, road width, expressway density, roadway orientation, road alignment, altitude changes, points of interest, buildings, and signs.
64. (Previously Presented) The method of claim 60 wherein data representing each of the plurality of road segments is associated with geographic coordinates and an address range.
65. (Previously Presented) The method of claim 60 wherein transforming comprises applying an operation selected from the set consisting of: altering a location of a road segment, moving locations of road segments by varying distances, switching a relative vertical ordering of road segments that cross one another at different elevations, and performing horizontal or rotational transformations of locations of road segments.

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66. (Previously Presented) The method of claim 60 further comprising:  
combining data in the template geographic database with road-model  
data to provide a realistic visual appearance of roads in the imaginary  
geographic locale, wherein the road-model data comprise an element  
selected from the set consisting of: road pavement colors, lane stripe  
markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals,  
speed bumps, and crosswalks.

67. (Previously Presented) The method of claim 60 further comprising:  
insuring data integrity in the template geographic database, wherein  
insuring data integrity comprises checking road segment connectivity.

68. (Previously Presented) A method for facilitating game development, the  
method comprising:  
producing a source geographic database containing data representing  
a plurality of road segments corresponding to a real-world locale, wherein the  
data representing the plurality of road segments are configured to be  
compiled for navigation related functions in a vehicle navigation device;  
transforming at least some data representing the plurality of road  
segments from the source geographic database to form a template  
geographic database, wherein the template geographic database contains  
data representing an imaginary geographic locale; and  
storing the template geographic database on a computer-readable  
medium, wherein the template geographic database is used for generating a  
computer game.

69. (Previously Presented) The method of claim 68 wherein producing the source  
geographic database and transforming to form the template geographic  
database is implemented by the same entity.

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70. (Previously Presented) The method of claim 68 wherein the imaginary geographic locale does not represent the real-world locale but includes a characteristic similar to the real-world locale.
71. (Previously Presented) The method of claim 70 wherein the similar characteristic comprises a characteristic from the set consisting of: road density, road shape, road width, expressway density, roadway orientation, road alignment, altitude changes, points of interest, buildings, and signs.
72. (Previously Presented) The method of claim 68 wherein transforming comprises modifying a substantial portion of the data representing the plurality of road segments corresponding to a city of the real-world locale.
73. (Previously Presented) The method of claim 72 wherein modifying comprises an operation selected from the set consisting of: altering a location of a road segment, moving locations of road segments by varying distances, switching a relative vertical ordering of road segments that cross one another at different elevations, and performing horizontal or rotational transformations of locations of road segments.
74. (Previously Presented) The method of claim 68 further comprising:  
combining data in the template geographic database with road-model data to provide a realistic visual appearance of roads in the imaginary geographic locale, wherein the road-model data comprise an element selected from the set consisting of: road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.
75. (Previously Presented) The method of claim 68 further comprising:  
insuring data integrity in the template geographic database, wherein insuring data integrity comprises checking road segment connectivity.

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76. (Previously Presented) A method for facilitating game development, the method comprising:

producing a source geographic database containing data corresponding to roads in a real world geographic locale including

- (i) geographic coordinates of positions of the roads,
- (ii) street names of the roads,
- (iii) address ranges along the roads,
- (iv) turn restrictions at intersections of the roads,
- (v) road connectivity, and
- (vi) road shape;

transforming data representing a real-world road network structure from the source geographic database to form a template geographic database, wherein the template geographic database contains data representing an imaginary road network structure, wherein said step of transforming includes at least one of modifying of the positions of the roads and changing the street names of the roads; and

storing the template geographic database on a computer-readable medium, wherein the template geographic database is used for generating a computer game.

77. (Previously Presented) The method of claim 76 wherein transforming comprises:

selecting a characteristic geographic parameter of the source geographic database; and

using the selected characteristic geographic parameter and at least some data from the source geographic database when forming the template geographic database;

wherein the template geographic database has a characteristic geographic parameter similar to the characteristic geographic parameter of the source geographic database.

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78. (Previously Presented) The method of claim 77 wherein the selected characteristic geographic parameter is selected from the set consisting of: road density, road width, expressway density, roadway orientation, road alignment, altitude changes, points of interest, buildings, and signs.
79. (Previously Presented) The method of claim 77 wherein the selected characteristic geographic parameter comprises geographic features selected from the set consisting of: lakes, rivers, and mountains.
80. (Previously Presented) The method of claim 77 wherein the selected characteristic geographic parameter comprises open spaces selected from the set consisting of: parks and golf courses.